BULL RUN 1861

🔴 INTRODUCTION

Bull Run 1861 covers the first military campaign of the American Civil War. Union forces must push towards the Rebel capital of **Richmond**, but must keep their rear secure. The Confederate army must prevent their breakthrough while threatening **Washington**, head of Lincoln's government and so close to the frontlines...

Bull Run 1861 lasts 12 turns each representing about 1 day between the 13th and the 24th of July, 1861. It opposes the Union and the Confederacy over **Northern Virginia**.
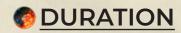
Forces of both sides are rather similar, as they are made of freshly recruited infantry:

- **The Yankees (Union)** have more assets but their leaders less experienced;

- **The Rebels (Confederates)** are less numerous but can benefit from a slightly better command.

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields.

The scenario lasts 12 turns *(between the 13th and 24th July, 1861)*, each turn being equivalent to 1 day.

The Union player always plays before the Confederate player.

🔴 DURATION

Average Game Duration: **1h**

Favored Side: None

Most Difficult Side to Play: **Confederates**

⬤ FORCES

The **Union** player controls the **Federal units** *(blue)* and the **Unionist states militias** *(green)*.

The **Confederate** player controls the **Confederate units** *(grey)* and the **Secessionist states militias** *(tan)*.

⬤ MAPBOARD

- The **Union** player controls at game start the **Maryland, Harpers'Ferry, Berlin, Charlestown, Licksville, Leesburg, Ashburn, Reston and Alexandria (VA).**

- The **Confederate** player controls all the other regions.

⬤ VICTORY 🏅

IMMEDIATEE VICTORY TAKES PLACE IF AND WHEN

   1) At lest **5** supplied **Union** units occupy **Warrenton Junction (VA)** at the end of a turn

   2) The **Confederate** player occupies **Washington** at the end of a turn.

   3) One of the players reaches or exceeds **20 VP**.

Otherwise the player having the most **VP** at the end of the scenario wins the game.

At least one **Union** unit controls **Strasburg / Manassas** : **+ 3 PV** per region.

At least one **Confederate** unit controls **Harper's Ferry / Alexandria** : **+ 3 VP** per region.

☀ SPECIAL RULES

WASHINGTON GARRISON

Units and leaders in **Washington** at start of the game are the **Washington** garrison. They can't move until a specific card has ben played

ECONOMIC PHASE

Takes place every odd turns (1,3,5,7,9,11).

COST OF UNITS

- Militias, Supply Wagons: **$1**;

- Elite unit «E» / Artillery / Cavalry / extra event card: **$3;**

- All other units: **$2**.

SUPPLY SOURCES

Union: **Washington, Berlin.**

Confederacy: **Strasburg, Warrenton Junction.**

DECOYS

The counters labelled **"Decoy"** of the Confederate Player are placed in his starting stacks. They have no value *(Support Units without effect or value)* but are used to confuse the opponent as to the exact number of units present in Confederate stacks.